NES-AF-USA

AIRWOLF™

BASED ON THE HIT TV SERIES

GAME PAK INSTRUCTIONS

Licensed by Nintendo
for play on the

Nintendo
ENTERTAINMENT SYSTEM®

They're down there. Waiting. Dozens of prisoners. They're searching the skies for signs of your arrival. Hoping against hope that you'll lift them away to freedom. To life.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®

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TOP SECURITY MEMO

15, November
TO : Stringfellow Hawke
(CODE: HAWKE)
FROM: Michael Coldsmith Briggs III,
(CODE: ARCHANGEL)
Central Intelligence
COPY: Dominic Santini

WE NEED YOU AGAIN, HAWKE!!!

We're not trying to take advantage of you, Hawke. But we need you again. The situation is desperate.

We finally located several POW camps — each one filled with men and women we once presumed MIA. Or even worse.

Our sources tell us these people don't have much longer. Maybe only a few days. What's more, the White House can't afford to let this become public knowledge.

We've got to get in there. Quickly. Quietly. Successfully. And bring them back.

We assume — or rather insist — that you'll take Santini with you. It's not that we don't think you can handle it alone. It's just that this area is teeming with enemy fighter jets, they've just upped their plane counts, and the skies are littered with missile-toting surveillance teams.

Once in there, knock out as many enemy control towers as you can. This should prevent them from sending even *more* planes up after you.

Use your missiles. Your machine guns, too. In fact, use everything **AIRWOLF's** got. Fortunately, it's more than anyone else has.

Thanks again for your help. And remember, one of these guys *could* be your brother...so be sure to go after every last one.

MC Briggs III

BEGINNING YOUR RESCUE FLIGHT

1. Make sure the power switch is OFF.
2. Insert the **AIRWOLF**™ CARTRIDGE as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch ON.

TO START: Press START

TO VIEW THE DEMONSTRATION MODE: Just wait a few seconds, don't press anything.

QUICK START OVERVIEW

Since this mission is so crucial, you may want to take to the skies right now! Here are a few quick points you need to know:

MAIN OBJECTIVE: Rescue prisoners. You won't be admitted to the next level until all the prisoners in your current level have been rescued.

SECONDARY OBJECTIVE: Blast enemy planes, missiles and airfields to rack up points.

FLYING: Use UP/DOWN CONTROLLER ARROWS to fly. Use RIGHT/LEFT CONTROLLER ARROWS to point red arrow (*AIRWOLF INDICATOR*) on your radar map display in the desired direction. Use START to increase your speed and SELECT to decrease your speed.

ARTILLERY: To fire machine guns press the A button. To launch your missiles press the B button.

RESCUING PRISONERS — To enter a prisoner camp, position red arrow (*AIRWOLF INDICATOR*) on this symbol . Avoid smashing into towers and mountain tops by using the RIGHT/LEFT CONTROLLER ARROWS. Avoid crash-landing by tapping the UP CONTROLLER ARROW gently as you drop to slow your descent. Also, watch out for enemy artillery (flashing lights).

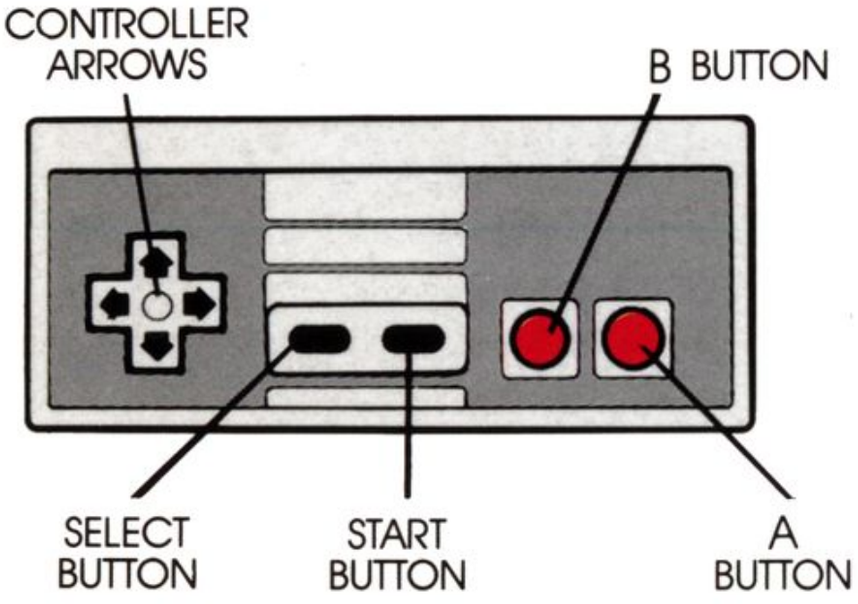
DESTROYING ENEMY AIRFIELDS — To approach enemy airfields, position red arrow (*AIRWOLF INDICATOR*) on this symbol
Then blast the enemy control tower.

WARNING: If you don't destroy the control tower, more enemy aircraft will be sent after you! In fact, you'll see the enemy pilots getting into their fighter jets.

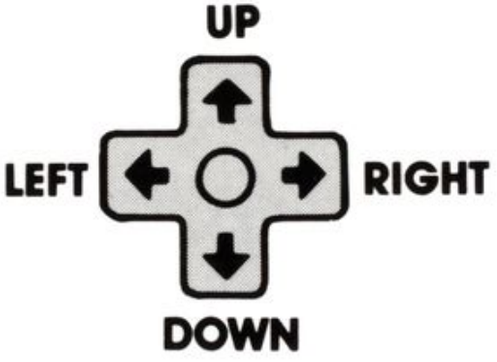
REFUELING, REPAIRING DAMAGE and REPLENISHING MISSILES — Position red arrow (*AIRWOLF INDICATOR*) on this symbol
Avoid smashing into towers by using the RIGHT/LEFT CONTROLLER ARROWS. Avoid crash-landing by tapping the UP CONTROLLER ARROW gently. Also, watch out for enemy artillery (flashing lights).

THE CONTROLS

The following illustration shows you the control points. Throughout this instruction book we will refer to these controls by the names indicated here.



UP/DOWN CONTROLLER ARROWS— To pitch **AIRWOLF** up or down



RIGHT/LEFT CONTROLLER ARROWS — To turn right or left (Watch map display to gauge which direction you're turning)

A BUTTON — To fire machine guns

B BUTTON — To fire heat-seeking missiles

START BUTTON — To increase speed

SELECT BUTTON — To decrease speed

START + SELECT SIMULTANEOUSLY — To pause

START BUTTON (WHEN PAUSED) — To resume game

TO LAND (ON-LAND SCREENS ONLY) — Use the LEFT/RIGHT CONTROLLER ARROWS to avoid smashing into towers and mountain tops. Tap the UP CONTROLLER ARROW gently to slow down your descent so you'll avoid a crash-landing. And watch out for enemy fire (flashing lights).

TO RESCUE PRISONERS — Land at Prisoner Site (See ***To Land,*** at left; and ***Prisoner Site Screen,*** page 12).

TO REFUEL, REPAIR and REPLENISH MISSILES — Land at Refueling Station. (See ***To Land,*** at left; and ***Refueling Station Screen,*** page 12).

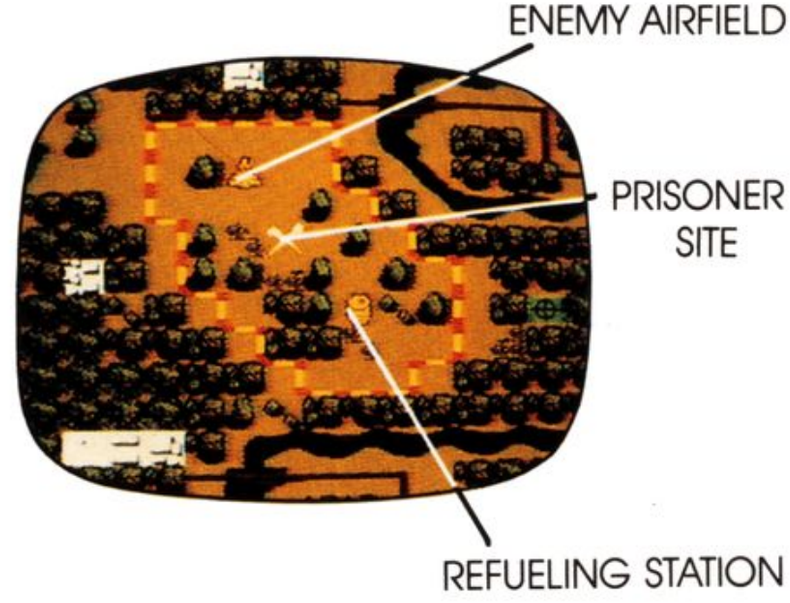
THE SCREENS

Once you press START, you will be greeted by the Deputy Director of Intelligence, Michael Coldsmith Briggs III. He'll briefly show you a **map** of the area you'll be entering – followed by footage of **AIRWOLF** preparing for take-off.

You'll then be ready to start playing. You'll encounter different **fighting screens**, a **debriefing screen** and a **score-related screen**. The following is a description of each screen:

MAP SCREEN

The map that Michael Coldsmith Briggs III shows you prior to your mission is a classified surveillance photo taken by a spy satellite. Study it carefully.



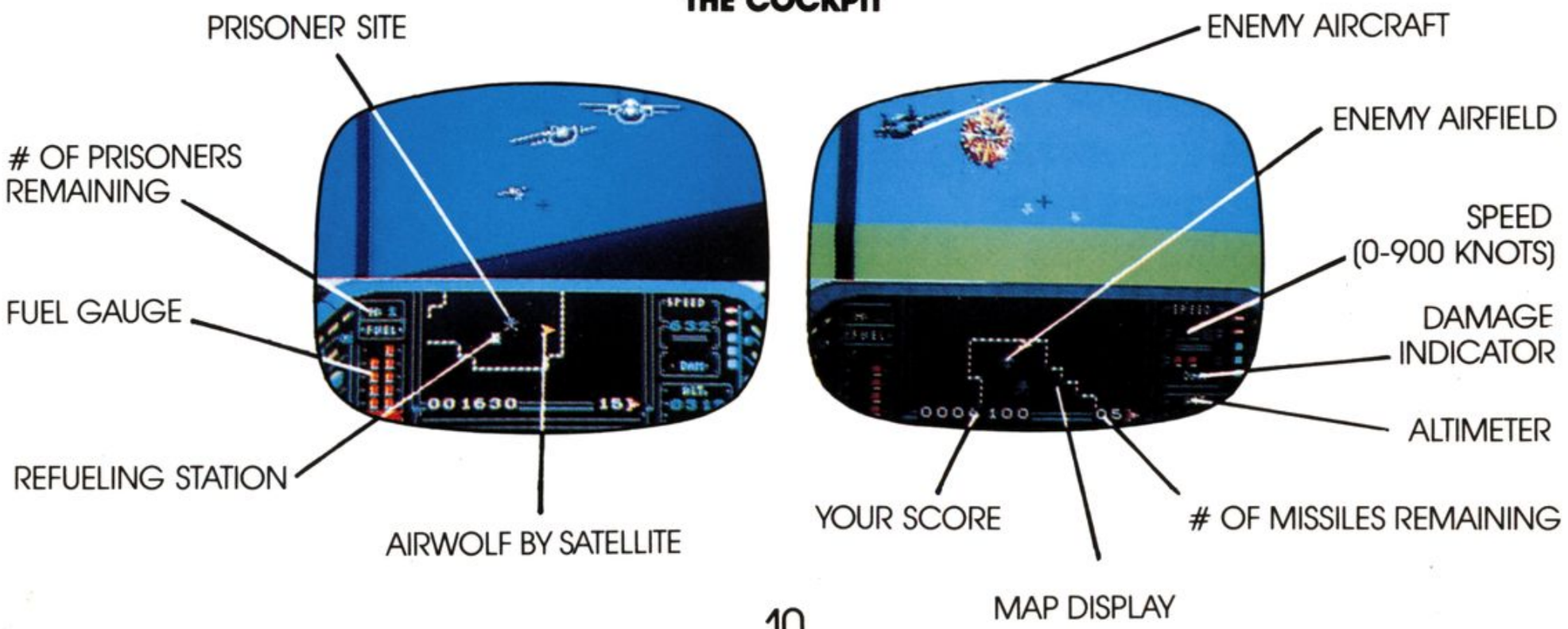
IN-FLIGHT SCREEN

When you reach the IN FLIGHT screen, you'll begin game play:

As you're flying — dodging and downing enemy aircraft and missiles — you must constantly keep your eye on the map display on your instrument panel. You always need to know exactly where you are to direct yourself toward enemy airfields, prisoner sites, and refueling stations.

Your map display will also give you important in-flight information such as "low fuel," "enemy in range" and other key battle data.

THE COCKPIT

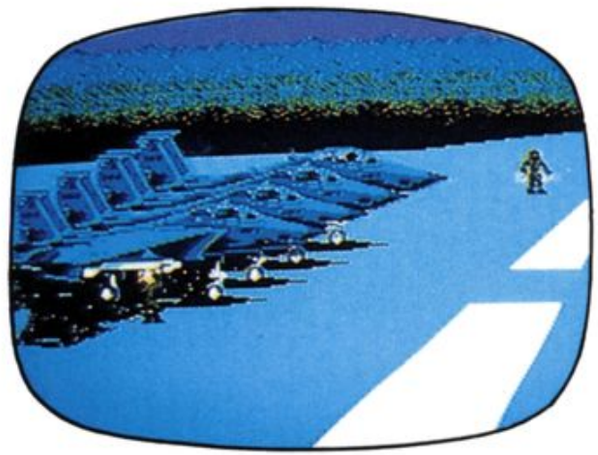


ON-LAND SCREENS

Moving Around the Map Display
Use the RIGHT/LEFT CONTROLLER ARROWS to direct the red arrow (*AIRWOLF INDICATOR*) on your map display. Then use the START button to increase your speed and the SELECT button to decrease your speed. (See **THE CONTROLS**, pages 7-8.)

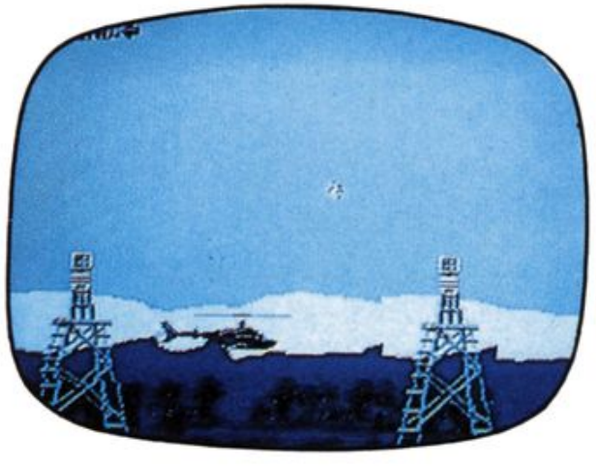
When your *AIRWOLF INDICATOR* touches one of these symbols (for enemy airfields, prisoner sites, and refueling stations), the screen will change to reveal the designated place.

Enemy Headquarters Screen —
Objective: Knock out the enemy control tower. If you fail to destroy it, the enemy will send even more planes up after you. You will even see the enemy pilots getting into their fighter jets. If you *do* destroy it, the enemy will be incapable of sending planes from that particular airfield.



Prisoner Site Screen — Objective: Safely land **AIRWOLF.** Using the RIGHT/LEFT CONTROLLER ARROWS, avoid obstacles like towers, mountain tops and enemy fire. Remember to gently tap the UP CONTROLLER ARROW as you descend to avoid a crash landing.

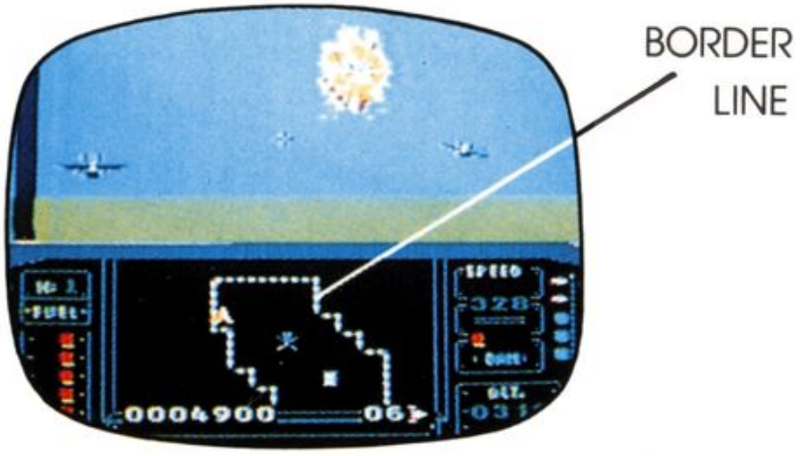
With a successful landing, you'll see the landing gear emerge and a prisoner will run into the helicopter.



Refueling Station Screen — Objective: Safely land **AIRWOLF.** Using the RIGHT/LEFT CONTROLLER ARROWS, avoid obstacles like towers, mountain tops and enemy fire. Remember to gently tap the UP CONTROLLER ARROW as you descend to avoid a crash landing

With a successful landing, you'll see a maintenance crew quickly come out and restore your fuel, repair any damage and equip you with a fresh supply (15) of missiles.

Maneuvering at the Borders — When your *AIRWOLF INDICATOR* reaches a border line on your radar map display *before* you've rescued all the prisoners, your speed will drop to 0 knots. It seems that the enemy may be using a top-secret weapon in these border zones. A weapon that causes your engines to stall! If this happens, quickly turn **AIRWOLF** around and accelerate (START button) to re-enter the mission zone.



DEBRIEFING SCREEN

At the end of each mission or game, you'll be briefed on your accomplishments during that mission. This up-to-the-minute account will show up like this:

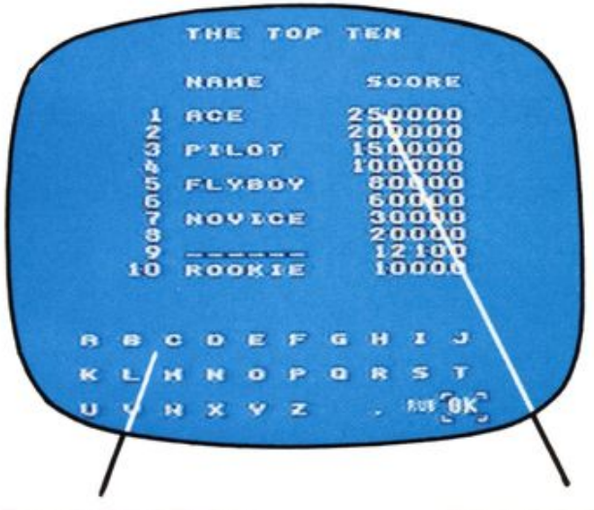
TOP SCORE AND NAME ENTERING SCREEN

If you become a top pilot, your name and score will be listed on this screen, highest scores on the top. This is a great way for you and your friends to determine who is the ultimate **AIRWOLF** pilot.

Once you turn your NINTENDO ENTERTAINMENT SYSTEM® off, the scores will disappear, giving you a whole new chance at getting your name on the TOP SCORE SCREEN the next time you turn it on.

If you score enough points to make it on the TOP SCORE SCREEN, you'll have the opportunity to enter your name.

You may enter up to six letters of your name or initials. To do this, use the CONTROLLER ARROWS to move the highlighter box around the letters. When the highlighter box is around your desired letter, press the A button to select it.



NAME ENTERING SECTION

TOP SCORE LISTING

Continue this way until you've selected all your letters. If you make a *mistake* or want to change your letters, move the box to the word **RUB** and press the A button. This will erase the last letter you entered.

When you have selected all your letters, move the box to the word **OK** in the bottom right corner of the screen and press the A button again.

GOING BACK AGAIN

At the beginning of each game you get three lives. The game is over when all three lives are lost. But don't dwell on past failures. Just get back in there as soon as you can.

NUMBER OF MISSIONS — There are 20 different missions. If you complete them all, keep flying! And keep racking up the points. It takes skill and guts to become an Ace pilot. Are you up to the challenge?

THE FINAL SCORE

The points you earn for gunning down different enemy items are added together with the points you earn for rescuing prisioners to produce your final score.

Here's what earns what:

ITEM	*POINTS*
Flying Missiles	100
Ground Missiles	200
Enemy Planes	200
Rescuing Prisoners	1000
Control Towers	2000

ALL ABOUT AIRWOLF

From the outside, **AIRWOLF** looks like a sophisticated executive helicopter. Slick. Self-contained. Harmless. Which means it can slip in and out of airports without causing much suspicion.

But from the inside, its true military strength is revealed: walls of computerized controls, a satellite tracking system for locating enemies and allies, and a weapons guidance system for launching missiles and firing machine guns.

Here are a few of the other technological features of this flying fighting machine:

- 30-millimeter Machine Guns
- Heat-seeking Copperhead Missiles
- Fly-by-Night Controls
- Satellite Transmitted Map Display
- Doppler Sensor (alerts computer to enemy aircraft)
- Radar Jammer (automatically activated by computer)

RESCUE MISSION TACTICS

- When maneuvering the *AIRWOLF INDICATOR* on the map display, remember that it moves clockwise or counter-clockwise — depending on which way you're facing. So that if you continue to

press the same RIGHT or LEFT CONTROLLER ARROW continuously, it will eventually rotate full circle.

- Use your heat-seeking missiles wisely as you advance to later missions. Some of your enemies can't be destroyed by machine gun fire alone.
- When destroying the enemy control tower, try for the beacon at the top.
- Keep your eyes peeled for a rare golden plane. It may be very valuable.

WE'RE COUNTING ON YOU

You're the only man for the job, HAWKE. And you've got the only chopper for the job.

So get in there, good buddy. And bring those folks back. All of them. Remember, the one you let go, could be your lost brother.

We know you can do it.

And, well, if you can't, then nobody can.

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This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402 Stock No. 004-000-00345-4.

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